

## AG 3840 - EXPERIMENTAL ANIMATION

Credits: 3

This senior-level studio course broadens the definition of "animation" and "game art" to include the viewpoint of the fine artist. Emphasis is placed on conceptual explorations in a digital environment. Experimental forms of computer animation through artistic expression are explored. Upon successful completion of the course, students will have created short projects that demonstrate individual style and voice, as well as non-traditional approaches to 2D, 3D and game animation.

Prerequisites: AN3D 3230 - 3D Computer Animation Motion Studies or AN2D 3230 - Character Animation + Motion Studies

Course Learning Outcomes:	Exceeding	Meeting	Developing	Not meeting	Program Outcomes	Institutional Outcomes
Recognize the value of fine art production in a digital environment.	Work reflects a strong understanding and integration of traditional fine art principles and techniques married with digital processes.	Work reflects fine art principles and traditions art skills combined with digital assets forming a cohesive end result.	Work is lacking in properly integrating traditional fine art assets within the digital environment.	Work does not demonstrate proper use of fine art skills integrated with digital processes.	AN2D-1, AN2D-2, AN2D-3, AN2D-4, AN2D-5, AN2D-6, AN2D-7, AN2D-8, AN2D-9 AN3D-1, AN3D-2, AN3D-3, AN3D-4, AN3D-5, AN3D-6, AN3D-7, AN3D-8, AN3D-9 GA-1, GA-2, GA-3, GA-4, GA-5, GA-6, GA-7, GA-8, GA-9	Design Competence, Communication Competence, Critical Thinking, Cultural Competence
Create animations using non-traditional methods.	Works reflects excellent application of animation principles and media usage with non-traditional methods.	Works reflects satisfactory use of non-traditional animation methods but is lacking in some polish. This can be due to improper or non application of some animation principles	Work is lacking the proper implementation of some animation principles and non-traditional media usage needs improvement.	Work does not demonstrate the proper use of media nor the proper implementation of animation principles.	AN2D-1, AN2D-2, AN2D-3, AN2D-4, AN2D-5, AN2D-6, AN2D-9 AN3D-1, AN3D-2, AN3D-3, AN3D-4, AN3D-5, AN3D-6, AN3D-7, AN3D-8, AN3D-9 GA-1, GA-2, GA-3, GA-4, GA-5, GA-6, GA-7, GA-8, GA-9	Design Competence, Communication Competence, Critical Thinking, Cultural Competence
Evaluate artistic and creative expression for non-commercial animation productions.	Work demonstrates thoughtful implementation of non-commercial artistic and creative expression resulting in work that clearly expresses it's intention.	Work demonstrates proper implementation of non-commercial artistic and creative expression but may lack in vision or cohesion or clarity	Work shows some implementation of non-commercial artistic and creative expression but suffers from a lack of focus, meaning or purpose.	Work does not demonstrate an understanding of non-commercial artistic and creative expression. There is no cohesion or meaning apparent.	AN2D-2, AN2D-3, AN2D-4, AN2D-5, AN2D-6, AN2D-9 AN3D-1, AN3D-2, AN3D-3, AN3D-4, AN3D-5, AN3D-6, AN3D-7, AN3D-8, AN3D-9 GA-1, GA-2, GA-3, GA-4, GA-5, GA-6, GA-7, GA-8, GA-9	Design Competence, Communication Competence, Critical Thinking, Cultural Competence